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18	4	transient with dialog adj box	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 10:35
19	4	alpha adj blended adj display	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 10:35
20	0	alpha adj blended same transient	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 10:39
21	19	transparent with dialog adj box	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:20
22	659	event same user with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:21
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25	331	event with user with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:25
26	1091	user adj notification	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:25
27	11	user adj notification with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:29
28	2	(event or notification or alert) near classification with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:00
29	132	(event or notification or alert) near type with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:31
30	87	((event or notification or alert) near type with priority) and @ay < "2001"	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 11:31

31	101	(event or notification or alert) near priority with user	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:01
32	38	(event or notification or alert) near priority with user with (set\$4 or defin\$4)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:01
33	2	user adj2 (set\$4 or defin\$4 or assign\$3) adj2 ((event or notification or alert) near priority)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:03
34	47	user adj5 ((event or notification or alert) near priority)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:05
35	58	(user or operator) adj5 ((event or notification or alert) near priority)	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:09
36	382	(event or notification or alert) with queue with priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:09
37	117	(event or notification or alert) near3 queue near3 priority	USPAT; US-PGPUB; EPO; DERWENT; IBM_TDB	2003/12/01 12:09



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Relevance scale ☐ ☐ ☐ ☐ ☐**1** [MOVE:: component groupware foundations for collaborative virtual environments](#)

Pedro García, Oriol Montalà, Carles Pairat, Robert Rallo, Antonio Gómez Skarmeta

September 2002 **Proceedings of the 4th international conference on Collaborative virtual environments**Full text available: [pdf\(607.34 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The design of a Virtual Environment (VE) is a distributed problem of multi-user access to shared resources. Such problem requires careful design decisions in order to provide a seamless system infrastructure capable of supporting flexible interactions in the shared scenarios. The complexity of this domain has led to intricate software systems that provide ad-hoc solutions to specific problems. Furthermore, many of them have gone to a dead end, due to their non-extensible design and their lack of ...

Keywords: component groupware, distributed systems, frameworks, virtual environments**2** [A component and communication model for push systems](#)

Manfred Hauswirth, Mehdi Jazayeri

October 1999 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 7th European engineering conference held jointly with the 7th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 24 Issue 6Full text available: [pdf\(1.50 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We present a communication and component model for push systems. Surprisingly, despite the widespread use of many push services on the Internet, no such models exist. Our communication model contrasts push systems with client-server and event-based systems. Our component model provides a basis for comparison and evaluation of different push systems and their design alternatives. We compare several prominent push systems using our component model. The component model consists of producers an ...

3 [A conceptual framework for network and client adaptation](#)

B. Badrinath, Armando Fox, Leonard Kleinrock, Gerald Popek, Peter Reiher, M. Satyanarayanan


December 2000 **Mobile Networks and Applications**, Volume 5 Issue 4Full text available: [pdf\(218.24 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Modern networks are extremely complex, varying both statically and dynamically. This complexity and dynamism are greatly increased when the network contains mobile elements. A number of researchers have proposed solutions to these problems based on dynamic adaptation to changing network conditions and application requirements. This paper summarizes the results of several such projects and extracts several important general lessons learned about adapting data flows over difficult network condi ...

4 Maté: a tiny virtual machine for sensor networks

Philip Levis, David Culler

October 2002 **Tenth international conference on architectural support for programming languages and operating systems on Proceedings of the 10th international conference on architectural support for programming languages and operating systems (ASPLOS-X)**, Volume 37, 30, 36 Issue 10, 5, 5

Full text available:  pdf (1.22 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Composed of tens of thousands of tiny devices with very limited resources ("motes"), sensor networks are subject to novel systems problems and constraints. The large number of motes in a sensor network means that there will often be some failing nodes; networks must be easy to repopulate. Often there is no feasible method to recharge motes, so energy is a precious resource. Once deployed, a network must be reprogrammable although physically unreachable, and this reprogramming can be a significant ...

5 Context and Location: Intelligent pervasive middleware for context-based and localized telematics services

Chatschik Bisdikian, Isaac Boamah, Paul Castro, Archan Misra, Jim Rubas, Nicolas Villoutreix, Danny Yeh, Vladimir Rasin, Henry Huang, Craig Simonds

September 2002 **Proceedings of the second international workshop on Mobile commerce**

Full text available:  pdf (565.14 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Telematics is arguably the next-wave in mobile computing: with most cars already equipped with multiple embedded computing platforms, we shall witness the development of a variety of mobile services and applications with significant commercial potential. Telematics will only become a commercial reality when the underlying architecture is able to address significant concerns related to the security and privacy of telematics data, and is able to provide context information from and to a large number ...

Keywords: pervasive computing, telematics

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